



The Macarena is in search of her next apprentice and the first player to deliver her an amulet will be the chosen one. The apprentices will fight to collect the four elements: earth, air, water and fire, with which they can form an amulet. With cunning and with the help of their "Macas" they will do their best to be the first to gain an amulet and become her future apprentice.



LA

MACARENA

UN JUEGO DE MESA DE MALDÓN

Ilustrado por Alberto Montt

Contenido

CARDS



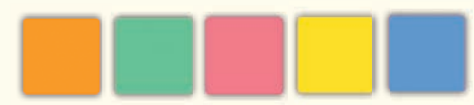
Two packs of 52 cards in 4 elements: earth, air, water and fire

ELEMENTS



24 round tiles. These tokens are earned by collecting element cards.

MACAS



35 square tokens. These are the magical protectors of the wells. When starting the game each player chooses a colour and takes the 7 macas in that colour.

AMULETS



6 amulets. With the four elements you get an amulet. Gaining them is the goal of the game.

COINS



15 coins. Coins are special prizes. When you have collected four coins you may buy an element of your choice.

Goal
2 - 3 players: gain 2 amulets
4 - 5 players: gain 1 amulet

In each hand the four elements are put into play: earth, air, water and fire. The player who has collected more cards of each element at the end of each hand will gain the corresponding element. When a player collects tokens of each of the four elements, the elements are transformed into an amulet. Whoever transforms the Macarena with either one or two amulets will be the winner.

OUR GAMES



This game is a tribute to our beloved Macarena Summers and her contagious joy.
Thanks to all the friends who tried it, especially Maria Lacoste and Florencia Reguera.

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Illustrations: Alberto Montt



If you liked or did not like it, you did not understand it or you just want to tell us something:

www.maldon.com.ar



Thanks to Hilko Drude for the comments on the game, English translation by BGG user mattytth.

Summary

Each player chooses a color and takes their 7 **MACAS**. 14 cards are dealt to each player, the rest of the deck is placed face down in the centre of the table, and 7 cards are placed around the deck, face up, forming 7 wells, as shown in the drawing. Each player receives a random element token. The rest of the element tokens, the coins and the amulets are placed to the side of the table. These will be distributed at the end of each hand. The player who most recently had a birthday starts the first hand.

EACH TURN: TAKE A CARD FROM THE DECK



PLAY Players will try to play a card or cards on any of the 7 wells. You can play cards as long as the rules explained below are followed. The last card of the cards you played will remain in the well and the rest will go to your **personal collection**, a face down pile of cards you collect each hand. Alternatively if you do not want to, or cannot, play a card or cards, you can pass.

The turn passes to the player on the right.

A hand is complete, when, the draw deck is exhausted, or some player "goes out", that is, they have no cards in their hand. When the hand is finished, the collections are compared and the items and coins are distributed. See "End of Hand" below. If someone met the goal, the game ends. If not, another hand will be played..

GOAL OF THE GAME

De 2 a 3 jugadores: conseguir 2 amuletos
De 4 a 5 jugadores: conseguir 1 amuleto

PLAY

On each turn, the player attempts to collect as many cards as he can into his **personal collection**. To do this, each player tries to link the cards he has in his hand, with a card in one of the wells. You must order the cards you play according to the rules of: **LADDER, SAME NUMBERS, OR A COMBINATION OF LADDERS AND THE SAME NUMBERS**. When you can connect at least one card from your hand with the top card on a well you can play them. (The well must have no macas, or a maca of your own colour). If it is a **single card** (for instance, the player has a 2 of the same element) and in a well is the A of the same element) the player will place the card in the corresponding well and **nothing is saved to their personal collection**. If it is **more than one card** (for instance, the player has 2, 3, 4 of the same element) the player will show the whole series on the corresponding well. The player will leave on that well the last card of the ladder (the 4) and save the rest in their personal collection (2 and 3).

PERSONAL COLLECTIONS

Each player will add cards to their personal collection which will be placed in a face down stack in front of them. This will be hidden from the rest of the players but can be consulted by the player at all times. The personal collections are the ones that will determine the winners of the elements at the end of each hand. By contrast the cards in the player's hands and in the wells are not used to determine who gets which elements at the end of each hand.

RULES FOR PLAYING ON A WELL:

LADDER: A ladder consists of consecutive cards of the same element. It can be an increasing or decreasing sequence. Aces and Kings are considered consecutive, so the sequence may wrap around the Ace. The card on top of the well played onto must be part of the sequence and must match the element of the ladder.



Personal Collection *stays in well*

SAME NUMBER: Cards of equal number and uniquely different elements, which can be played on a card in the well of the same number, but of an element not included in the cards being played.



Personal Collection *stays in well*

COMBINATIONS OF LADDERS AND THE SAME NUMBERS:



Personal Collection *stays in well*

MIRROR CARDS

The deck consists of two sets of 52 cards. That is there are two copies of each card. **Two identical cards played in a row are called "mirror cards"**. Mirror cards can be **played alone** (when you have in your hand a card identical to one that is in some well) or as the last two cards of a **series**. When playing a mirror card, announce "mirror", activate one of your **MACA** and win a **"mirror turn"**.

When playing a **single** mirror card, the mirror card will be displayed on the corresponding well and then saved in your **personal collection**. This is the only moment of the game that playing a single card is saved in the personal collection and is not left on the well.

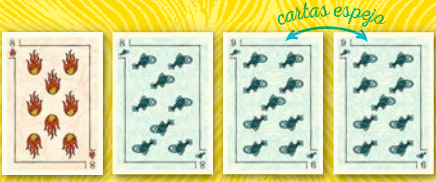


+ MIRROR TURN
Placed in well

Personal Collection

If it is part of a **series**, the mirror card will be the last one and those remain in the well.

Whenever you play two identical cards they are considered mirrored and the series is cut. You can't use identical cards in a "Same Number" play.



Personal Collection *Stays in well*

+ TURNO ESPEJO
Placed in

End of the hand

When the hand finishes, all players count the cards in their hand.

The one who has the **most cards in their hand must return an element of their choice**. This should be decided before seeing the personal collections of the other players. If there is a tie, both will return an item. In case you do not have any element tokens to give, give all the coins you have. If you have no elements or coins, or just have an amulet, don't give anything to another player. Hence at the end of the first hand no player has anything to give to anyone.



Then the personal collections are ordered (sorted by element) in full view and the following prizes are awarded:

ACTIVE MACAS

Gain one coin per active maca. The macas are returned to each player.



LARGEST COLLECTION

(most cards in personal collections) Gain one coin. In case of ties, both or all tied players, take a coin.



EMPTY HAND

(having no cards in hand) – Gain a coin



MOST CARDS OF EACH ELEMENTS

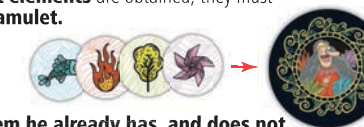
Each hand a token of each element is awarded. The player who has more cards of each element will take the corresponding element token. In case of a tie, the token is taken by the player with the highest card of that element, the Ace being the highest card. If there is still a tie, compare the second highest, and so on until the tie is broken.



When a player has **four coins**, they must be exchanged for an **element token** of the player's choice.



When **four different elements** are obtained, they must be exchanged for an **amulet**.



If a player gains an **item he already has, and does not need**, the player receives a **coin** instead.

PASS

If a player cannot or does not want to play, he has the option to pass. After drawing a card from the deck say "Pass" and the play passes to the player on the right. When a player passes, **all their macas are deactivated** and returned to the player.

GAME PLAY:

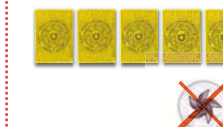
Cata (), Caro () y Mateo () are playing La Macarena. The round ends because Mateo has run out of cards. Personal collections ended as follows:



CATA

Active Macas 1

Cards left in hand 5



Personal Collection



CARD

Active Macas 2

Cards left in hand 3



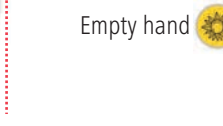
Personal Collection



MATEO

Active Macas 1

Cards left in hand 0



Personal Collection



MACAS

Macas are spells that protect wells. All players have seven Macas. When playing a **mirror card**, the player **activates one of his Macas**. They put the Maca of their color in front of the well where they play the mirrored card. This means that during the time that your Maca is active **that well is bewitched and you will be the only one that can play on that well on a normal turn**. The maca will be active and will protect the well as long as in the following turns you play at least one card to any well (not necessarily to the same well). **If a player decides to pass, all their macas are returned to them.**

Macas can only be played to a well by playing a **mirror card** that triggers a mirror turn. If during a mirror turn the player manages to play another mirror card in a well that has another player's Maca, they activate a maca in that same well and share it with the other owner. Both players can then play in that well. If the maca was yours place a second maca in that well. You can place up to seven macas in the same well. If a player has all the active macas and manages to play a mirror card, he must move

some of the macas already in play.

In a normal turn, if you have a mirror card of a card in a well that has a Maca will not be able to play it to that well.

Players who have their macas active upon ending the hand will win one coin per active maca.

IF AT ANY POINT IN THE GAME A PLAYER MANAGES PLACE A MACA IN EACH OF THE WELLS, THE MACARENA WILL CHOOSE HIM AS HIS APPRENTICE AND WILL AUTOMATICALLY BECOME THE WINNER OF THE GAME.

